

BADER ALQAHTANI

COMBAT DESIGNER / ENEMY DESIGNER



www.linkedin.com/in/BaderKQ



www.BaderAlQahtaniPortfolio.com



BaderAlQahtani.Design@gmail.com

WORK EXPERIENCE

COMBAT DESIGNER \ STUDIO BLANC (NDA) \ FREELANCE

MAY. 2025 - PRESENT

Working as a freelancer with a bootstrapped team comprised of veterans from *Insomniac Games*, developing an unannounced 3D multiplayer arcade title in Unreal Engine 5.

- **Facilitating early-stage combat design brainstorm**s and transforming team discussions into clear, **actionable documentation** guiding prototyping and iteration.
- **Prototyping and implementing character classes** in Unreal Engine 5, designed with **unique combat roles, abilities, and playstyles**.
- **Designing and implementing enemy AI** using **Behavior Trees**, and encouraging player adaptability through emergent combat scenarios.
- **Collaborating** closely with the **creative director** and **senior designer** to define and **refine combat, class identity, and moment-to-moment gameplay flow**.

COMBAT DESIGNER \ STUDIO PIXANO LLC (NDA) \ FULLTIME

AUG. 2022 - JAN. 2025

Indie Studio comprised of AAA talent from *Bethesda*, *Riot Games*, and *Activision Blizzard* developing *Town of Zoz* -- a stylized isometric action game releasing on the *Nintendo Switch* and *PS5*. Responsible for implementing and designing compelling and engaging combat loops using Unreal Engine.

- **Designed and balanced core combat mechanics, enemy AI behaviors, and player abilities** to deliver tightly integrated and expressive combat encounters.
- **Collaborated with senior and cross-discipline teams** to **prototype, test, and iterate** on **enemy behaviors** and **combat systems** from **concept to implementation**.
- **Authored detailed frame data** for **attacks and reactions**, enabling **animators** to synchronize **timing, readability, and impact** with gameplay needs.
- **Translated combat design goals** into **clear technical specifications**, working closely with **engineers** to develop new **gameplay features** and **designer-facing tools**.

PROJECTS

COMBAT & ENEMY DESIGNER \ EMBER POINT \ COLLEGE CAPSTONE

SEPT. 2022 - JULY. 2024

Spearheaded the design and implementation of melee combat mechanics, gunplay systems, and enemy AI behaviors. Partnered with audio design to create impactful sound effects for player and enemy attacks.

- **Prototyped a directional hit reaction system**, enabling enemies to **dynamically respond to the angle of incoming player attacks** and enhancing combat feedback.
- **Led the full implementation of the Vulkan boss encounter**, designing all **close-range combos** and **ranged attack patterns** to challenge varied player tactics.
- **Designed and implemented the Wave Gun** from concept to final gameplay, including two distinct fire modes: **Gust** (area control) and **Lance** (precision damage).

COMBAT & ENEMY DESIGNER \ ANCHORS DEEP \ COLLEGE PROJECT

SEPT. 2021 - JAN. 2022

Owned design and implementation of core abilities, combat systems, and enemy AI. Partnered with narrative and level designers to craft engaging, dynamic gameplay encounters.

- **Implemented and prototyped attack animations** by tuning **startup, active, and recovery frames** to ensure responsive combat flow.
- **Designed and scripted enemy AI behaviors** and attack patterns for Tanker, Sniper, and Sailor classes using **Unreal Engine Blueprints**.
- **Greyboxed combat arenas** with **UE BSP editor**, crafting tactical battle spaces that encourage player engagement with enemy encounters.
- **Scripted all enemy encounters** and developed a **custom tool for level designers** to efficiently place grappling platforms across levels.